

## **ASL 2 - Mila 18**

Played 9-26-99

Steve Svare - ZOB / Scott Faulk - Germans

Set up:

L1 - 1 squad

M4 - 1 squad

O2 - 1 squad

O5 - 1 squad

O8 - 2 squad, 8-1 leader (all on second level)

R4 - 1 squad, 7-0 leader

S7 - 1 squad

T2 - 2 squads, 8-0 leader (fortified position)

V7 - 1 squad

I set up my forces in spread-out positions, opting for surprise and maneuverability as my key advantages. I certainly hoped my molotovs would disrupt the Germans at first, then keep them at bay from fear of their use in close quarters.

Turn 1 - German:

The SS squads moved in. They quickly began deploying into HS, obviously going for mobility in an attempt to cover as wide an area as possible. My ZOB forces stayed hidden.

Turn 1 - ZOB:

I stayed hidden, realizing that this was my only advantage at this point.

Turn 2 - German:

The SS advanced to hexrow K, creating a broad front to advance across this main street. My sniper got off a shot at the unit in L2, breaking them. Things feel as though they might go my way for a while.

Turn 2 - ZOB:

The ZOB stayed hidden, waiting for the SS to advance close enough to use molotovs. The SS fired into several of the building east of hexrow L, but to no effect. Again my sniper got off a good shot, breaking another SS squad in K2. My opponent seems to be losing heart as my sniper wreaks havoc.

Turn 3 - German:

As the SS advanced across the street, one of my squads killed a HS and hero in O5. Another ZOB squad fired at a HS in L4, killing them also. They dropped their weapons, but it didn't look like I was going to be able to grab them any time soon. My sniper went to work again, eliminating an SS leader and breaking the squad in K5. Now the Germans are really worried, as I have only revealed 2 squads, who were going to lose concealment anyway, and have broken or killed outright several of his squads. His only advantage so far is that the SS morale level hardly keeps those broken squads out of action for very long.

Turn 3 - ZOB:

One of my revealed squads, in O5, used the sewers to move to P2. They were too lonely out there at the front by themselves. Another squad in M4 tried to enter the sewers, but were broken by enemy fire and routed to O3. The ZOB squad in L1, now revealed because they fired down the street the turn before, was killed by enemy fire.

Turn 4 - German:

As the Germans moved into the houses west of the street (hexrow L), I felt it was time to reveal the 2 squads/leader in the upper floors of O8. I got off a few good shots, pinning an SS HS in N8 using MOL. The Germans fired back from several locations, reducing both squads to HS. Now their only chance is to hold out as long as possible and use MOL to fend off the rapidly encircling SS. My sniper got off another good shot, pinning 2 SS squads in N9, preventing them from advancing into the lower floors of the building I was holding. In O2, a ZOB squad was attacked in CC and destroyed. In O3, a broken ZOB vainly tried to defend itself from a rushing SS squad, and became locked in a bitter melee. SS units, mostly HS, crossed the bridge at Q6, but all of my remaining forces remained hidden. I was quickly realizing that the SS were quickly dispatching any units that didn't run away after the initial firefight.

Turn 4 - ZOB:

A ZOB squad in P2 attempted to enter the sewers, but was destroyed by enemy fire before they could even get away. A hidden squad in S7, realizing that they would be quickly overrun, appeared and fired, breaking a SS squad in R6. They routed to the woods in Q7. Meanwhile, a ZOB squad was captured in melee in rowhouse O3. Now things were looking grim. I was not able to hold up to the German assault on an

individual squad basis, and was being forced to retreat to the eastern end of the ghetto to hole up and attempt to hold off the attack for as long as possible. Scott revealed that he had no intention, even from the beginning, of going for the Mopping Up VC, only for the Casualty VP. I should have seen this right away, but thought I could scare him off with a few losses early on and make him so wary that he would run out of time to finish me off.

Turn 5 - German:

An SS squad in Q7 self-rallied. Several SS squad came down the street towards the fortified location of T2, where I had not revealed any units. They were thus stuck out in the street trying to enter the ZOB headquarters, but when my squads attempted to destroy them by close-range fire and MOL, it started a fire in the ZOB headquarters! It was quickly doused, but what a scare. Some of the SS broke under my small arms fire, and all of them retreated back up the street. On the other side of the ghetto, in O8, the 2 HS and leader trapped upstairs were rushed by 2 SS squads. I couldn't hold them off, and CC took over. Farther east, an SS squad attempted to cross the bridge at Q6, so a ZOB squad opened up on them from R4. The SS did not seem to like this: they went berserk and rushed the offending firers, who proceeded to mow them down before they could gain entry to the building.

Turn 5 - ZOB:

Upstairs in O8, the ZOB could not hold out and died in CC. All the other fire from revealed ZOB squads was ineffective. A broken ZOB squad moved back into the headquarters to try and bolster the defenses there.

Turn 6 - German:

In S7 a squad from each side became locked in melee. Again the Germans tried to advance past hexrow Q, and the squad in R4 caused them to break under fire.

Turn 6 - ZOB:

A HS and leader in the headquarters (T2) rallied. This was good, as this was my last real location to try and defend from. In S7, close combat destroyed a ZOB squad, and created an SS 8-0 leader. Bad news. Now I am down to only a few squads in weak positions.

Turn 7 - German:

Another ZOB squad rallied in the headquarters, allowing me some power to defend that side of the board, but them immediately came under fire from a fire group of 20FP that retreated and set up in P2-Q2-R1. At the same time, the squad in R4 that had held off the advances to the other end of the board broke under fire from O5 and O8, then was overrun by an SS squad from S7 and destroyed in CC.

Turn 7 - ZOB:

The ZOB in the headquarters (T2) rallied again, but immediately broke under fire again. Not much left. It doesn't look like I can catch up with VP at this point, as I only have 5, and the Germans seem content to hole up across the street from the headquarters and wait this out.

Turn 8 - German:

The ZOB sniper killed an 8-0 SS leader in O5, but the leader broke and a HS in the headquarters was killed by German fire. The remaining squad tried to defend against SS units moving into S4.

Turn 8 - ZOB:

The ZOB leader in the headquarters (T2) rallied. He directed fire from the remaining squad at the SS units in R1, hoping for at least a few more VP, but only succeeded in pinning them. They were then pinned by incoming fire from the rest of the SS across the street.

I conceded at this point, as I literally could do no more. In retrospect, I would have waited until more SS units were within range of my MOL, and used the sewers more to my advantage. I really needed to creep around, and didn't. The German player has way too much firepower to take on face to face. I gave a good showing, with a decent setup. but the fact that Scott deployed into HS as quickly as possible and forced me out of hiding really got me. The best decision he made was to go for CVP instead of Mopping Up VP. We still can't figure out how to win by Mopping Up.

Steve Svare